CRUSADER

NO REGRET™

PLAYGUIDE

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Getting Started

See the *Install Guide* for instructions on installing and running *Crusader: No Regret.*

Once the game is installed and running for the first time, you must:

1. Select **NEW GAME**.

2. Set *Difficulty Level*.

When you start a new game you will be given a menu where you can select your difficulty level. The levels, from easiest to hardest, are **MAMA'S BOY, WEEKEND WARRIOR, LOOSE CANNON** and **NO REGRET**. At higher levels the enemies get tougher and shoot faster, and the number of traps increases. In the two lower levels you have infinite ammunition for your RP-32 rifle, guaranteeing you'll never be left defenseless.

HELP [F3] calls up a help screen at any time during the game.

EXIT at any time by pressing [Alt][X] (except at Main Menu). This will take you to an **EXIT TO DOS? YES/NO** prompt. Use the keyboard or mouse to respond.

Main Screen

This screen appears any time you enter ***Crusader: No Regret.*** Use your mouse or arrow keys to select the option you want.

NEW GAME starts you in the first mission of a completely new game.

LOAD GAME takes you to a screen where you can load a previously saved game.

SAVE GAME takes you to the Save Game screen. You can keep up to 11 different saves. Give each save a unique name or short phrase that will help you remember where you left off.

OPTIONS takes you to a screen where you can adjust various aspects of game performance and features (see p. 4).

CREDITS takes you to a list of everyone involved in making ***Crusader.*** Leave the credits at any time with Esc.

QUIT exits ***Crusader.***

Function Hotkeys

F1 calls the **Main Screen** from game play. Esc returns you to play.

F2 takes you to the **Options** screen from game play. Esc returns you to play.

F3 calls the **Help** screen at any time during the game. Esc returns you to play.

F4 **Quick Load** loads the last game you saved, without taking you to the Load Game screen.

F5 **Quick Save** allows you to save a game without going to the Save Game screen. There is only one Quick Save slot, so whenever you use Quick Save your previous Quick Save is lost.

F8 takes you to the **Load Game** screen from play. Esc returns you to play.

F9 takes you to the **Save Game** screen from play. Esc returns you to play.

Options

F2 takes you to the **Options** screen at any time during play.

ANIMATIONS ON/OFF toggles the animation of certain items. With animations off, for example, flames don't flicker and fans don't turn. This can speed up the game at the expense of visual realism.

NOTE: *the effect of an object in the game stays the same whether animations are on or off — non-animated flames still burn, non-animated fans can still generate a wind to push the Silencer around.*

FRAME SKIP ON/OFF toggles the number of frames of animation used to animate characters. **ON** can speed up performance at the expense of some visual realism.

VIDEO LARGE/SMALL You may select a larger or smaller video image. Using smaller images can speed up the video.

LIMIT BLASTS ON/OFF limits the density of explosion animations. **ON** can speed up game performance at the expense of some visual realism.

NOTE: *all explosions do the same amount of damage to the Silencer and the surrounding area regardless of whether this option is on or off.*

HICOLOR VIDEO ON/OFF provides increased color depth for movies when **ON**, but requires more processor power.

SOUND VOLUME controls the volume of sound effects and voices. Change the volume by selecting this option and clicking on the arrows at each end of the Sound Volume bar (← less or → more).

MUSIC VOLUME controls the volume of music. Change the volume by selecting this option and clicking on the arrows at each end of the Music Volume bar (← less or → more). You can increase or decrease music volume during gameplay by using Ctrl + = or Ctrl −, respectively.

MOUSE RESPONSE changes the sensitivity of the mouse when used as a movement interface. A more sensitive mouse setting causes the Silencer to maneuver more quickly, while a less sensitive mouse gives more movement precision and targeting stability. Change the sensitivity by selecting this option and clicking on the arrows at each end of the Response bar (← less or → more).

QUIT Select this button to leave the **Options** screen.

Inventory and Readouts

During gameplay, five bars with vital information about your character appear at the bottom of the screen.

Weapon Inventory

The weapon displayed in the bar is the one you have selected. [W] (or [*] on the numeric keypad) cycles the display through all the weapons the Silencer is currently carrying. [Q] cycles through the Weapon Inventory backwards.

You can instantly select any weapon in your inventory, using the numbers row above the letters keys. Each key between [1] and [+=] always corresponds to the same weapon type, regardless of which weapons you actually possess, as follows:

[1] RP-32 [2] SG-A1 [3] AC-88 [4] PA-31 [5] PL-1 [6] EM-4

[7] BK-17 [8] XP-5 [9] LNR-81 [0] AR-7 [-_] GL-303 [+=] UV-9

Ammunition Inventory

This bar displays the amount of ammo currently available for the weapon displayed in the Weapon Inventory. The number on the left is the number of rounds in the current magazine, and the number on the right is the total number of magazines carried. When the Silencer is using an energy weapon, this bar will not appear. When the end of one magazine is reached, he'll always reload if he has another magazine in his inventory.

Item Inventory

This display shows you a picture of each item in turn, along with the number of items you have of that type. With [O] (or [-_] on the numeric keypad) you can cycle through all the different usable items the Silencer is carrying. [I] cycles through the Item Inventory backwards.

[U] (or [Del] on the numeric keypad) uses the item displayed in the bar (see p. 14).

Status Bars

The **Health** bar shows how much damage the Silencer has taken and how close he is to death. As a Silencer, he can continue at full efficiency right up to the point of collapse and death. The longer the blue bar, the more health you have.

The **Energy** bar shows the amount of energy remaining. When this bar reaches zero, shields and energy weapons no longer function. When energy levels are getting low, the Silencer needs to find more energy cubes or an energy recharge station. The longer the red bar, the more energy you have.

Combat

TARGETING. Whenever the Silencer has a weapon readied, a red crosshair will appear a short distance in front of him to help with aim. When he's lined up with an enemy or targetable object, a targeting reticle will appear and zero in on that object.

FIRING. Spacebar (or 0 on the numeric keypad) will fire or reload a readied weapon, or draw an unreadied weapon. When the current clip is out of ammo, and there are more clips in the Ammunition Inventory, Spacebar (or 0) will automatically reload the weapon with a fresh clip.

CENTER the screen on the Silencer with Z.

Basic Movement

NOTE: *All references to "left" and "right" below refer to the Silencer's left or right.*

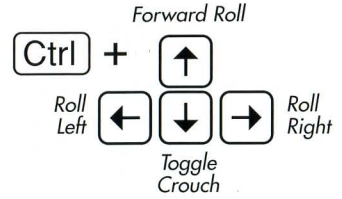
The four **arrow keys** move the Silencer as follows.

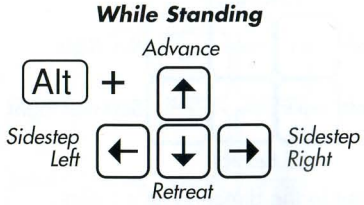
Rotate causes the Silencer to turn in place in the indicated direction.

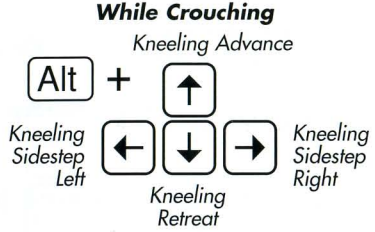
Advance, retreat or ***sidestep*** mean the Silencer moves forward, backward or to the side, one step at a time with weapon readied.

Roll means the Silencer drops in the indicated direction, rolls over on his shoulder and comes up in a crouch, weapon readied.

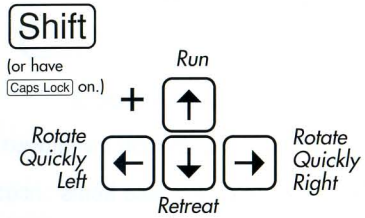
SPEED. Caps Lock controls movement speed. When Caps Lock is off the Silencer moves at a walk, and must draw a weapon before he can fire. When Caps Lock is on he moves at double-time with weapon readied. He also turns more rapidly with Caps Lock on.







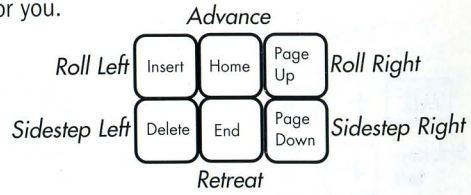
Holding Shift plus the desired movement key will temporarily toggle the Silencer to the other speed. If Caps Lock is off, Shift speeds the Silencer up, and if Caps Lock is on, it slows him down for as long as it is held.



Advanced Movement

Crusader: No Regret includes a large number of movement options, and several ways to perform each maneuver. The arrow keys described above give you all the options you need to start the game, but you'll want to look at some of the other options as well, to find out which combination of commands works best for you.

The six extended keys between the alphabetic and numeric keypads move the Silencer as indicated here.



Tab or J will cause the Silencer to **jump** in the direction he's facing.

5 (numeric keypad) always toggles between crouching and standing, regardless of whether Num Lock is on or off.

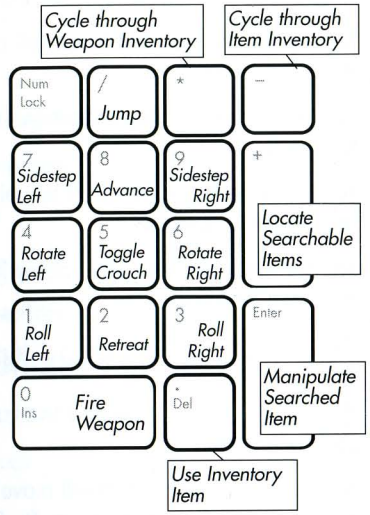
Other keys on the numeric keypad which operate the same whether Num Lock is on or off are:

- / Jump
- * Cycle Through Weapons
- − Cycle Through Item Inventory
- + Locate Searchable Items
- Enter Manipulate Searched Item
- 0 Fire Weapon
- Del Use Inventory Item

If you have Num Lock off, the numeric keypad moves the Silencer in the true compass direction corresponding to the number used: for example, 7 moves him toward the top left corner of the screen, and 2 toward the bottom center of the screen. (See diagram.)

Num Lock OFF

Num Lock ON



Alt+arrow **advances** in the indicated direction.

Ctrl+arrow **rolls** in the indicated direction.

Mouse Movement and Combat

The ***left mouse button*** will **fire** a weapon.

The ***right mouse button*** will **move** the Silencer forward.

A *right-double-click* will toggle the Silencer between **fast** and **slow** movement.

Moving the mouse *right* or *left* will cause the Silencer to **rotate** in the indicated direction.

For more advanced maneuvers (rolls, retreating, etc.) you must use the keyboard.

You can **sidestep** right or left by holding Alt while moving the mouse in the indicated direction.

You can **roll** right or left by holding Ctrl while moving the mouse in the indicated direction.

Joystick and Game Pad Movement and Combat

You can move and fire with a two-button joystick or a four-button game pad controller.

Your joystick or game pad will move the Silencer as the arrow keys on your keyboard (see diagram, p. 8). Pushing the joystick up or pressing the up arrow on the gamepad will move him forward, pulling back or pushing the down arrow will cause him to retreat, and left and right will cause him to rotate in the indicated direction.

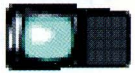
On the **joystick,** the trigger fires the Silencer's weapon, and button #2 causes him to roll in the direction in which you move the stick. Pulling the trigger and pushing button #2 simultaneously toggles the Silencer between slower and faster movement (i.e., place the game in or out of Caps Lock mode — see p. 9).

On the **game pad,** the four buttons can be used singly or in combination to produce a variety of effects, as follows:

Button(s)	Effect
	(A) **Fire weapon** or **manipulate searched item**
	(B) Cycle through **Weapon Inventory**
	(C) **Roll** in direction indicated
	(D) **Search** the immediate area
	(A&B) Cycle through **Item Inventory**
	(A&C) Toggle between **faster and slower** movement
	(A&D) **Use medikit**
	(B&C) **Use item** in inventory box
	(B&D) **Jump**
	(C&D) **Use energy cube**

Equipment

Most of the weapons and personal equipment available in the game are described in the *Weapons and Field Equipment* section of the reference card. When any item is displayed in the **Item Inventory** (p. 7), you can use it by typing U (or Del on the numeric keypad).



Data-Link (Ctrl D). This device is pre-programmed with useful information about your mission and objectives. When the data-link is used it displays a summary of the Silencer's current mission objectives. It can be activated at any time using Ctrl D.

Medikit (M). One of the items you'll use most is the medikit, and when you need to use one, you'll usually need to use it fast. M uses a medikit if you are carrying one, regardless of what you have displayed in the Item Inventory.

Bombs, Detpacs and Pocket Bettys (B). To blow something up with a bomb, detpac or "pocket betty" mine you must first **place** the bomb, using U (or Del on the numeric keypad) to put it where you want it. Then, once you're safely away from the area, you can **detonate** the bomb with B. B detonates all bombs you have placed.

Mine Detonator (X). To remotely detonate a mine with a mine detonator, use X.

Energy Cube (E). To increase your current energy, E uses one of the energy cubes from your inventory.

VIR (V). To use a VIR chip to see infrared beams, press V.

Radiation Shield (R). If you're wearing a Radiation Shield, you can save energy by pressing R to toggle it on when there's a hazard, and off when the danger is past (when the shield is on it will emit a constant sound and, when radiation is present, it will glow red).

Searching, Using and Getting Items

- **S (or + on the numeric keypad) locates searchable objects.**

To search or use an object, the Silencer must be standing next to it. Use S (search) and a cursor will appear over the object if it can be searched or used. Further pressing of S toggles you through any other searchable objects that might be in reach — never assume that the first use of S showed you everything there is to see. If there are no searchable objects at hand, a soft "beep" will sound.

- **Enter (on either keypad) manipulates the object being searched.**

Once the search cursor is on an object, Enter throws switches, opens footlockers or otherwise manipulates the object. If the object can't be manipulated, Enter transfers any items the object contained to your inventory.

Taking Items. If you open an object like a footlocker or a safe, or search a dead body, a list of the items it contains appears in the top corner of the screen, and everything on that list is automatically added to your inventory. If any of the items in the object appear on the ground next to the object, that means your inventory can hold no more items of that type.

G (get) may be used when there are several takeable items exposed (like a row of medikits on a table). This command automatically gets all the items within reach and adds them to your inventory.

Keypads. When you search a keypad (S), an enlarged image of the keypad appears on screen. This means that you have to enter a numeric code before the keypad will do anything. Enter the code by typing the appropriate numbers, or clicking with your mouse over the numbers you wish to enter. The on-screen key to the left of "0" will backspace over the last number you entered; the key to the right of "0" will submit the code (or from the keyboard, use Backspace and Enter). If you want to leave the keypad without submitting a code, press Esc.

Monitor Screens. Sometimes when you search a data terminal or watch station (S), a screen will open up displaying whatever is visible on the object's monitor. This might be a text message or a video image. When you are ready to leave the screen, press Esc.

Controlling Servomechs and Gun Turrets

Sometimes pressing S then Enter on a data terminal or watch station will allow you to take control of an LMC servomech, gun turret or other moveable object. You will see a screen activating the servomech, turret or other object, after which you are in control of the machine; it maneuvers and fires exactly like the Silencer (although with fewer movement options). The Silencer stands still next to the terminal and all controls affect the servomech. Servomechs can't search or get items.

You relinquish control of the machine and resume controlling the Silencer with Esc. Control does not automatically revert to the Silencer when the servomech is destroyed — you still have to use Esc.

Other Characters

Most of the other characters in the game are your enemies, trying to kill the Silencer before he kills them. But there are times when you want to talk first and shoot later.

Sometime, in the field, the Silencer will need to contact a Resistance agent, or free a prisoner, or otherwise interact with somebody you don't want to hurt. Usually when the Silencer finds (or is found by) his contact, the contact will approach and give his message in the form of a video clip. The clip will automatically appear at the center of the screen.

- **S then Enter is used to speak to other characters in the Resistance camp.**

Most interpersonal interaction, however, takes place at the rebel camp, usually in the form of a briefing with the C.O., but sometimes during chance encounters with other rebels. To talk to one of the rebels, just move the Silencer next to him and hit [S], then [Enter] when the search cursor appears over the character. The character will appear on a video clip with any message or sentiment he might have for the Silencer at the moment.

You must talk to the Colonel after each mission to be able to proceed to the next mission.

NOTE: *You cannot use a weapon in any way, or perform any combat maneuvers, in the rebel camp.*

The Environment

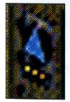
Much of your success in ***Crusader: No Regret*** will depend on your ability to notice and make use of the items in the missions. In ***Crusader***, the items in the game *do things*. Manipulation of some of the objects found during gameplay may prove essential to the success of your mission.

In ***Crusader***, there's very seldom just one way to do something. If the Silencer absolutely can't find the keycard to get through a certain door, he can sometimes simply blow the door up instead. But if he shoots his way through every door he comes to, he'll find himself out of ammo or energy right when he needs it the most. Managing resources and interacting efficiently with the game environment are the two inseparable keys to a winning ***Crusader*** strategy.

In the following pages some of the most important items in the game are displayed and described. This list does not include trap items like wall-mounted guns or floor mines. Learning to recognize and avoid such dangers (preferably *before* they shoot you or blow up) is entirely your job.

ALARM BOX. If an alarm box is flashing, the mission area is in a state of alert, and reinforcements will arrive soon. You can cancel the alarm by using the flashing alarm box.

BOX SWITCH. These wall-mounted levers are used to open doors, control lifts and operate other simple devices.



CARDREADER. If one of these is present at a doorway, you need the correct color-coded keycard before you can enter. If the correct card is in the Silencer's possession, the cardreader will scan it automatically.

CONTROL BOX. A large knife-switch. Basically, it does the same thing as a box switch.

DATA TERMINAL. When you pass a data terminal, always take a look at what's on the screen. You never can tell what some lazy Consortium flunky might have left up. Data terminals can give you important information like passcodes, allow you to cancel general alerts, and even let you take control of servomechs.

Footlocker. There are numerous types of containers in the game, most of which just sit around (unless something blows them up), but footlockers are special. They hold personal equipment, and often that equipment is highly useful. Always check out a footlocker, and don't damage one unless absolutely necessary — if the footlocker is damaged, anything inside is lost.

Health Station. A miniature, automated hospital that can bring your Health up to full in a few seconds.

Infrared Laser Eye. Emits an invisible beam that activates a trap or alarm when crossed. Infrared beams can be seen with the VIR chip.

Keycard. The only way to get into certain restricted areas is to have the right keycard. Keycards are color-coded to match the reader they go with, but not all keycards of a color will unlock all cardreaders of the same color. For example, a red cardreader might require a *specific* red keycard, not just any red keycard.

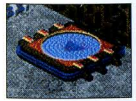
Keypad. The control panel for a computerized combination lock. If you don't know the right code, the Silencer won't get in (not without an appropriate application of high explosives, anyway).

Lift. Its use in getting from one elevation to another is obvious.

Post Pad. When there's no wall handy on which to mount a switch, switches are mounted to one of these instead.

Recharge Station. A few seconds in one of these boxes can bring your Energy level back up to full.

Safe. Used to store the most important equipment. Usually opened by a switch or through a computer interface.



Teleporter. Your round-trip ticket to your mission, thanks to the Resistance's skill at hacking into the WEC teleportation grid. The Silencer can only use a teleporter if the lights on the edge of the pad are blinking, but WEC reinforcements can arrive through any teleporter.

Valve. If you need to stop the flow of hazardous liquids or gasses (or if you think a flow of hazardous liquids or gasses might be useful), look around for a valve to turn.

Wall Camera. These little devices will quickly become the bane of your existence. If one sees the Silencer, the camera may sound the alarm or activate traps or ambushes. It takes a couple of seconds for a wall camera to lock on to a potential hazard like the Silencer, so blast it quickly.

Watch Station. These screens give you a view of some other part of the mission site, often providing a valuable preview of the hazards ahead of you.

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